SHELF

A Web application for lending and borrowing items with friends and family

PROBLEM

Constantly buying new products can become incredibly costly. College textbooks are often expensive, and students across the United States take various measures to reduce their overall cost or extend their life. Students often sell such books at a loss, but others lend them out to friends. This saves money for those who engage in sharing behavior and can drive demand towards quality goods that emphasize durability, in addition to ethical, social, and ecological responsibility.

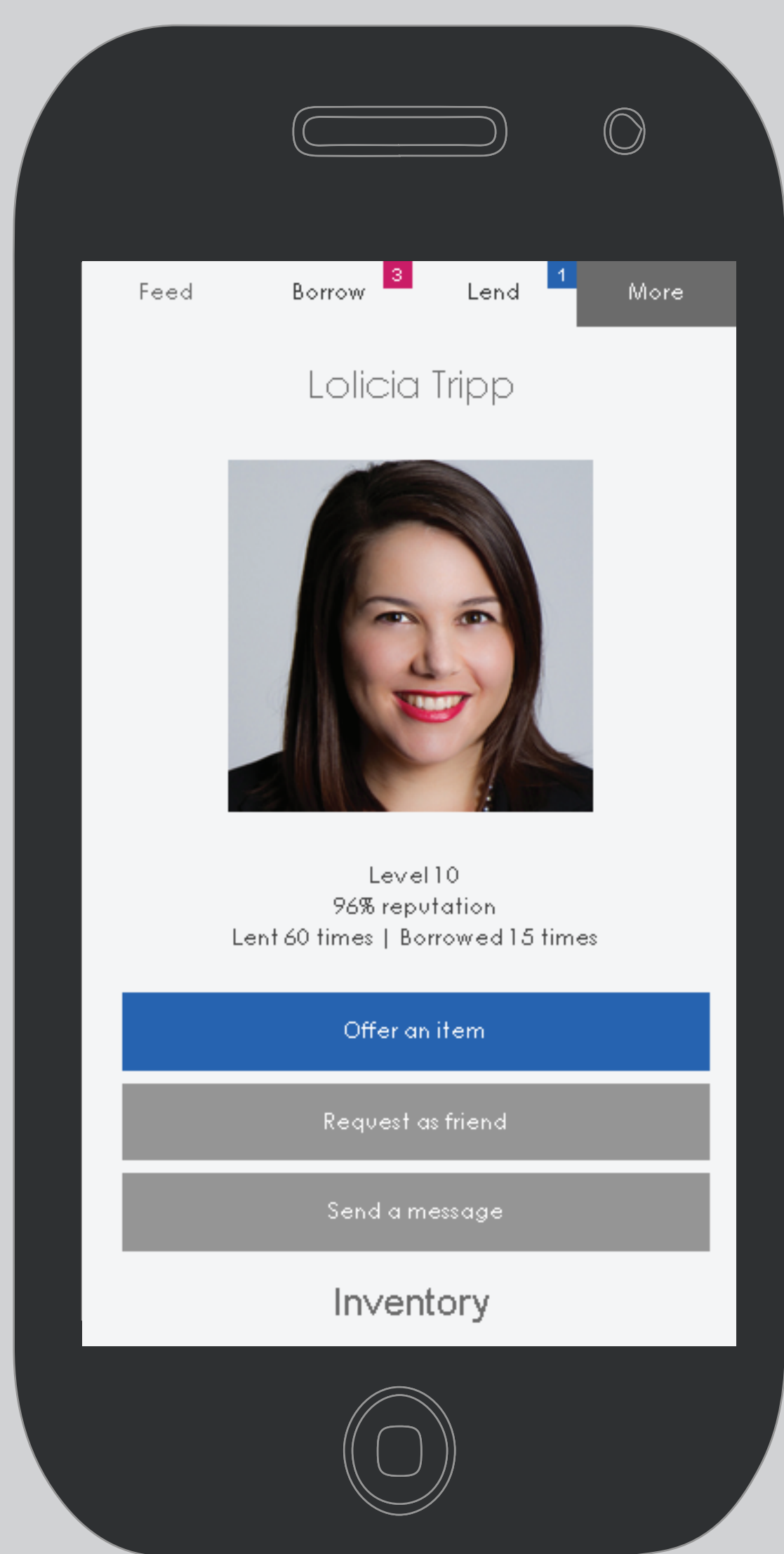Half of users surveyed would rather rent or borrow rather than buy new

Many rely on memory when lending, with 64% of lenders not setting due dates

$40 The mean value of items survey participants are willing to lend

Check us out at:

dontbeshelfish.com

Lolicia Tripp

Level 10
96% reputation
Lent 60 times | Borrowed 15 times

Offer an item

Request as friend

Send a message

Inventory

SOLUTION

We've created a mobile-first Web application to facilitate the borrowing and lending of physical items such as entertainment media, electronics, and clothing amongst peers. The design used findings from a survey that yielded 32 respondents, along with 3 semi-structured interviews. The resulting dataset allowed us to create functional specifications, from which a prototype and database diagram were created. Subsequently, a development prototype was implemented using a MySQL database, PHP, and HTML5.

FEATURES

- Trust and reputation system
- Amazon product listings
- Share and borrow items
- Completely free to use
- Use it with friends
- Intuitive interface

ORIGINALITY

Security and accountability are a primary focus, we reward users who safely return items and penalize those who do not. Our user-oriented approach incorporates extensive research and planning to create the most relevant solution possible.

HOW IT WORKS

Find an item > Request to borrow it > Lender approves request > Meet with lender > Use item > Return item

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